

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently Amended) A method for displaying a GUI, comprising:
 - receiving, via a network, a motion command, a control flag, an index, a plurality of display coordinates and a time ~~value~~ period at a first device from a second device, wherein the motion command, received separately from an image object stored in an image cache to be referenced by the index without including pixel values generated by the second device, directs animation of the image object at the plurality of display coordinates over the received time period at a transition rate indicated by the control flag;
 - updating a frame buffer of the first device with the image object of the image cache over the time period to animate the image object per the motion command;
 - and
 - presenting the animation of the image object on a display of the first device via the GUI.
2. (Previously Presented) The method of claim 1 further comprising generating a video output signal representative of the frame buffer and the motion of the image object.
3. (Previously Presented) The method of claim 1 further comprising
 - receiving a background image from the second device,
 - storing the background image to a background buffer, and
 - updating the frame buffer with the background image prior to updating the frame buffer with the image object.

4. (Previously Presented) The method of claim 1 further comprising
receiving a background image from the second device,
decompressing the background image, and
storing the background image to a background buffer of the device in a
decompressed form.
5. (Previously Presented) The method of claim 1 further comprising
receiving the image object from the second device, and
storing the image object in the image cache.
6. (Previously Presented) The method of claim 1 further comprising
receiving the image object from the second device,
decompressing the image object, and
storing the image object in the image cache in a decompressed form.
7. (Cancelled)
8. (Previously Presented) The method of claim 1 further comprising
updating the frame buffer to animate the image object moving along a curve
defined by the plurality of coordinates over the time period.
9. (Cancelled)
10. (Previously Presented) The method of claim 1 wherein
the motion command indicates a first scale, and a second scale, and
updating the frame buffer with the image object comprises updating the
frame buffer to animate the image object transitioning from the first scale to the

second scale over the time period.

11. (Previously Presented) The method of claim 1 wherein
the motion command indicates a new scale, and
updating the frame buffer with the image object comprises updating the
frame buffer to animate the image object transitioning from a current scale to the
new scale over the time period.
12. (Previously Presented) The method of claim 1 wherein
the motion command indicates a first rotation, a second rotation, and
updating the frame buffer with the image object comprises updating the
frame buffer such that the image object is rotated from the first rotation to the
second rotation over the time period.
13. (Previously Presented) The method of claim 1 wherein
the motion command indicates a new rotation, and
updating the frame buffer with the image object comprises updating the
frame buffer such that the image object is rotated from a current rotation to the
new rotation over the time period.
14. (Previously Presented) The method of claim 1 further comprising receiving a
capabilities
command from the second device, and providing the second device with capabilities
of the first device.
15. (Previously Presented) The method of claim 1 further comprising receiving a cache

management command from the second device, and updating the image cache per the cache management command.

16. (Previously Presented) The method of claim 1 further comprising providing the second device with an indication that the first device has completed the motion command.

17. (Currently Amended) An apparatus for displaying a GUI on a remote device, comprising:

- at least one processor to execute instructions,
- a network interface controller to transmit commands to the remote device,
- and
- a memory comprising a plurality of instructions that in response to being executed by the at least one processor, result in the at least one processor,
 - loading the remote device with image objects, and
 - transmitting one or more motion commands, one or more control flags, one or more indexes, a plurality of display coordinates and a time ~~value~~ period via the network interface controller and a network to the remote device, wherein the one or more motion commands, transmitted separately from the image objects in an image cache to be referenced by the one or more indexes without including pixel values generated by the apparatus, request the remote device to animate the image objects at the plurality of display coordinates over the received time period at a transition rate indicated by the one or more control flags,
 - wherein the animation of the image objects is presented via the GUI.

18. (Original) The apparatus of claim 17 wherein the plurality of instructions further result in

the at least one processor generating the one or more motion commands based upon one or more events generated by an application of the apparatus.

19. (Original) The apparatus of claim 17 wherein the plurality of instructions further result in

the at least one processor generating the one or more motion commands based upon one or more events received from the remote device via the network interface controller.

20. (Previously Presented) The apparatus of claim 17 wherein the plurality of instructions

further result in the at least one processor generating a motion command of the one or more commands that requests the remote device to animate a loaded image object by moving the loaded image object from a first location to a second location over the time period.

21. (Previously Presented) The apparatus of claim 17 wherein the plurality of instructions

further result in the at least one processor generating a motion command of the one or more commands that requests the remote device to animate a loaded image object by scaling the loaded image object from a first scale to a second scale over the time period.

22. (Previously Presented) The apparatus of claim 17 wherein the plurality of instructions

further result in the at least one processor generating a motion command of the one or more commands that requests the remote device to animate a loaded image object by rotating the loaded image object from a first orientation angle to a second

orientation angle over the time period.

23. (Previously Presented) The apparatus of claim 17 wherein the plurality of instructions

further result in the at least one processor generating a motion command of the one or more commands that requests the remote device to animate a loaded image object by moving the loaded image object along a curve defined by a plurality of locations over the time period.

24. (Currently Amended) An apparatus for displaying a GUI, comprising:

a network interface controller to receive commands, one or more control flags, one or more indexes, a plurality of display coordinates and a time ~~value~~ period and image objects from a remote device via a network,

an image cache to store image objects received via the network interface,

a frame buffer to store at least one frame to be displayed, and

at least one video processor to execute received commands and to update a frame buffer to animate image objects referenced by the indexes as requested by received commands at the plurality of display coordinates over the received time period at a transition rate indicated by the one or more control flags, wherein the animation of the image objects is presented via the GUI, and wherein the remote device sends the commands separately from the image objects without sending pixel values to be used to update the frame buffer.

25. (Original) The apparatus of claim 24 further comprising a display engine to generate a video output signal that is representative of a frame of the frame buffer.

26. (Previously Presented) The apparatus of claim 24 wherein the video processor in

response to one of the received commands updates the frame buffer to animate an image object of the image cache moving from a first location to a second location over the time period.

27. (Previously Presented) The apparatus of claim 24 wherein the video processor in response to one of the received commands updates the frame buffer to animate an image object of the image cache scaling from a first scale to a second scale over the time period.
28. (Previously Presented) The apparatus of claim 24 wherein the video processor in response to one of the received commands updates the frame buffer to animate an image object of the image cache rotating from a first orientation angle to a second orientation angle over the time period.
29. (Previously Presented) The apparatus of claim 24 wherein the video processor in response to one of the received commands updates the frame buffer to animate an image object of the image cache moving along a curve defined by a plurality of locations over the time period.
30. (Currently Amended) A computer-readable storage medium having a plurality of instructions stored therein which, when executed by a processor of a computer, cause the processor to perform a process for displaying a GUI on a remote device, comprising:
 - determining to update a graphical user interface in response to one or more events, and
 - transmitting one or more motion commands, one or more control flags, one or more indexes, a plurality of display coordinates and a time ~~value~~ period to the remote device via a network, wherein the one or more motion commands,

transmitted separately from one or more image objects in an image cache to be referenced by the one or more indexes without including pixel values generated by the computer, request the remote device to update a displayed graphical user interface by animating the one or more image objects of the remote device at the plurality of display coordinates over the received time period at a transition rate indicated by the one or more control flags,

wherein the animation of the one or more image objects is presented via the GUI.

31. (Previously Presented) The computer-readable storage medium of claim 30 wherein the process further comprises transmitting a motion command that requests the remote device to move an image object from a first location to a second location over the time period.
32. (Previously Presented) The computer-readable storage medium of claim 30 wherein the process further comprises transmitting a motion command that requests the remote device to scale an image object from a first scale to a second scale over the time period.
33. (Previously Presented) The computer-readable storage medium of claim 30 wherein the process further comprises transmitting a motion command that requests the remote device to rotate an image object from a first orientation angle to a second orientation angle over the time period.
34. (Previously Presented) The computer-readable storage medium of claim 30 wherein the process further comprises transmitting a motion command that requests the remote device to move an image object along a curve defined by a plurality of locations over the time period.